



IOSIF MATYAS

UX/Product Designer

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EXPERIENCE

(UX)Product Designer JustGiving

December 2017 to present

I lead various projects in different sizes and scope from concept to delivery to increase usability, experience and revenue at JustGiving. I was the Lead UXD for GDPR delivery to ensure users have the best experience, as well as a variety of different projects such as the signup/login across all of JustGiving products. I was involved in recruiting, hacks and mentoring junior designers. I worked closely with developers, CRM, content editors, product managers, marketing and the data science team.

UX Designer StarLeaf

March 2017 to November 2017

I was responsible for the design of the cloud services department. I was working on multiple products aligning the user experience with the app and marketing department. I have redesigned the web app, mails and back-end systems. Working with qualitative and quantitative testing to ensure the product is on a continuous path for improvement. I am designing the UI for their in-house physical products for meeting rooms and desk phones.

UX Designer Playtech

June 2016 to March 2017

Playtech acquired Pokerstrategy and I was moved to a Lead UXD position at luck.com.

I was in charge of the redesign and rebranding of Luck.com and overseeing the work of 2 Freelance Visual Designers. I worked with prototypes, UI designs, wireframes and I also presented to the CEO and Head of Product in daily meetings.

I worked closely besides the Product Manager, Developers, QA, Marketing Managers and Content Managers to make sure the overall vision was clearly communicated and implemented. I lead user testing interviews to refine the UI and understand potential choke points.

UX Designer Pokerstrategy.com

June 2014 to June 2016

My role involved user testing to increase usability of newly launched products for mobile, tablet and web. I created UX guidelines for products that we released and for existing products to maintain visual coherence. I was the person responsible for creating wireframes and prototypes for the new designs, prioritising on information architecture, ease of access and user flow. I created AB and multivariate tests that increased the overall performance of the website. After continuous tests and reiterations on designs I increased conversion rates by 15% and this in part led to the achievement of the 2016 Financial targets by July.

UX/UI Designer IM Design

December 2013 to June 2014

Working on products for clients from concept to delivery I have achieved high quality products. I have made responsive designs, developed, and tested websites and apps.

Worked with CSS3 and HTML5, Wordpress.

Freelance Web/Graphic designer

August 2012 to December 2013

Freelancing for clients around the world. I have designed webpages, logos and created my own game that took me through the full life cycle of the product.

Junior UI Designer for Thomas Muicke

June 2009 to August 2009

Working on an offline software platform that was implemented in robots, I designed the User Interface from layouts to icons.

EDUCATION

University of Worcester/UK 2009-2012

Upper second class 2:1

BA Hons Graphic Design & Multimedia Joint Fine Art Practice

College of Fine Arts Nicolae Tonitza/ Romania 2005-2007

Major in Architecture, Industrial and Product Design

SKILLS

#User Experience Design #User Interface Design #User Research #User Testing #Prototypes #Heuristic Reviews #Wireframes #Personas #Sketch #Axure #Balsamiq #InVisionapp #CSS3 #HTML5 #JQuery #Bootstrap #Photoshop #Illustrator #After Effects #Atomic.io #Flash/AnimateCC #InDesign #Edge Code #Fireworks #Inkscape